

# Algorithm

- Check-membership test
  - lookup
  - SELECT
  - trie

## ◦ Correction

List of Candidates  $\Rightarrow$  Edit distance

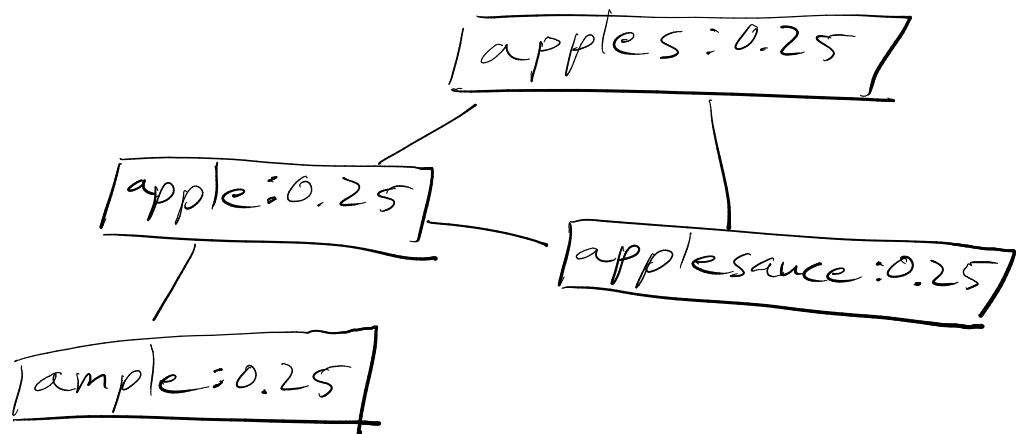
## Filter

- First letter
- Length

Problems  
◦ too many  
◦ learning?

## Alternative

- dist():
- edit dist
  - first letter
  - length
  - frequency
  - ⋮



## Graph

- Edit distance under threshold

## Alg

- Find candidate/entry in graph
- Traverse, find lowest dist

- Find candidate

- Filter

- First letter

- length

- frequency?

- random, dist under threshold

## Traverse

- Dist of all neighbors

- Recurse on lowest dist

## Edit Dist

- Dynamic Programming
- LRU Caching
- Insert
- Delete
- Replace (variable cost)
  - Generated with map (QWERTY) and Dickey's alg

## Learning

- Add new words
- Modify frequencies

# Data Structures

Trie?

Node map "a":  
Node map "b":

Relation (Node next, extra chars)

Ex) apple, app



RDB (MySQL)

° Abstracts algorithms

words

id	word	length	frequency
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graph

word1	word2
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# Performance

## Time

- Add new word:  $O(n)$  or  $O(n^2)$
- Modify frequency:  $O(1)/O(n)$
- Check/lookup:  $O(\log n)/O(n)$
- Correct: ?? (fast)

## Quality

??

Time doesn't matter for end user

- Server requests are threaded

- Frontend atomizes words and handles request separately